

FIGURE 1

COMPETITION PARAMETERS

- START DATE
- END DATE
- DAYS OF WEEK
- START TIME
- NUMBER OF TEAMS
- VENUES
- ETC.

200

CREATE SCHEDULE BY APPLYING RULES

- TEAMS PLAY EACH OTHER EQUAL AMOUNTS OF TIME
- TEAMS PLAY EACH TIME SLOT EQUALLY
- TEAMS PLAY EACH VENUE EQUALLY
- TEAMS PLAY LEAST DESIRABLE TIME SLOT MINIMUM TIMES IN A ROW
- TEAMS PLAY LEAST DESIRABLE VENUES MINIMUM TIMES IN A ROW
- ETC.

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SCHEDULE

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FIGURE 2

WEEK	EARLY GAME	LATE GAME
WEEK 1	A vs B	C vs D
WEEK 2	D vs B	C vs A
WEEK 3	A vs C	B vs D
WEEK 4	C vs B	D vs A
WEEK 5	A vs D	B vs C
WEEK 6	D vs C	B vs A



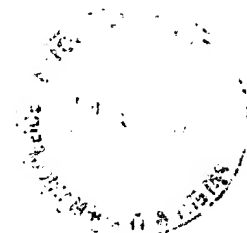
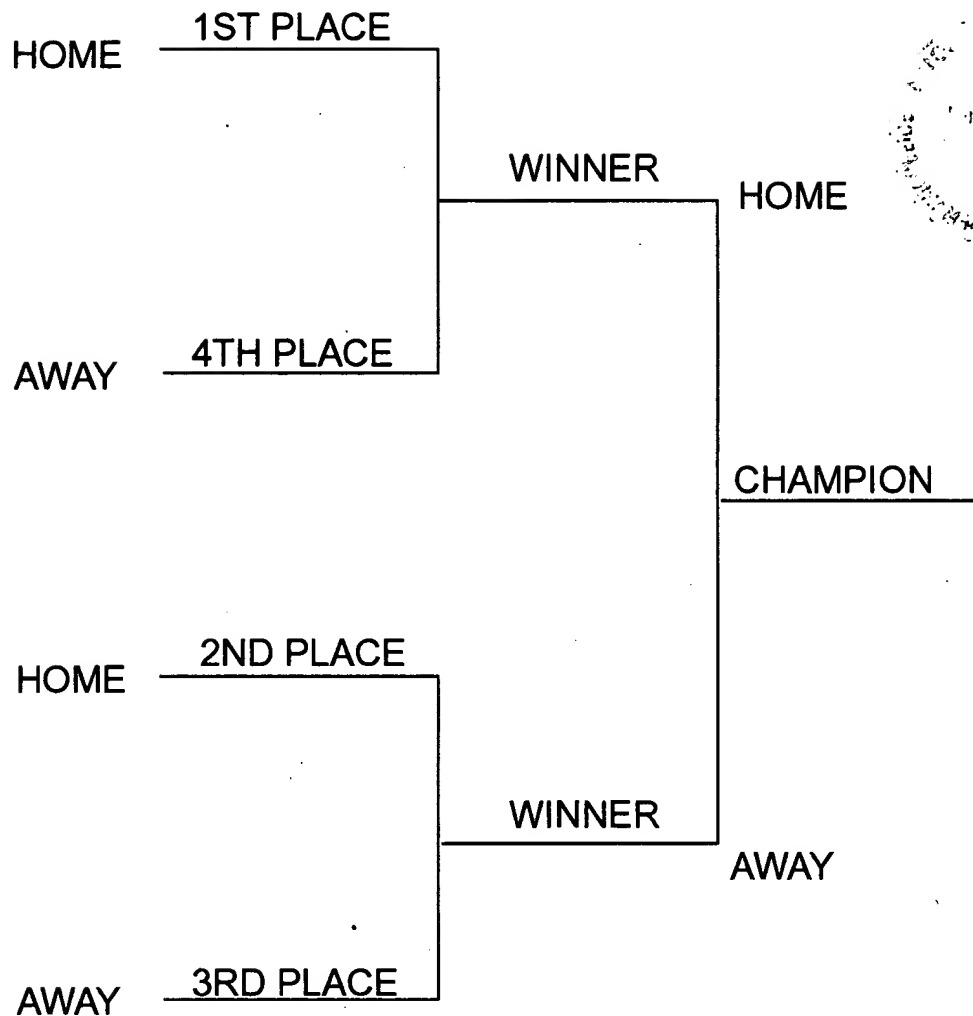


FIGURE 4

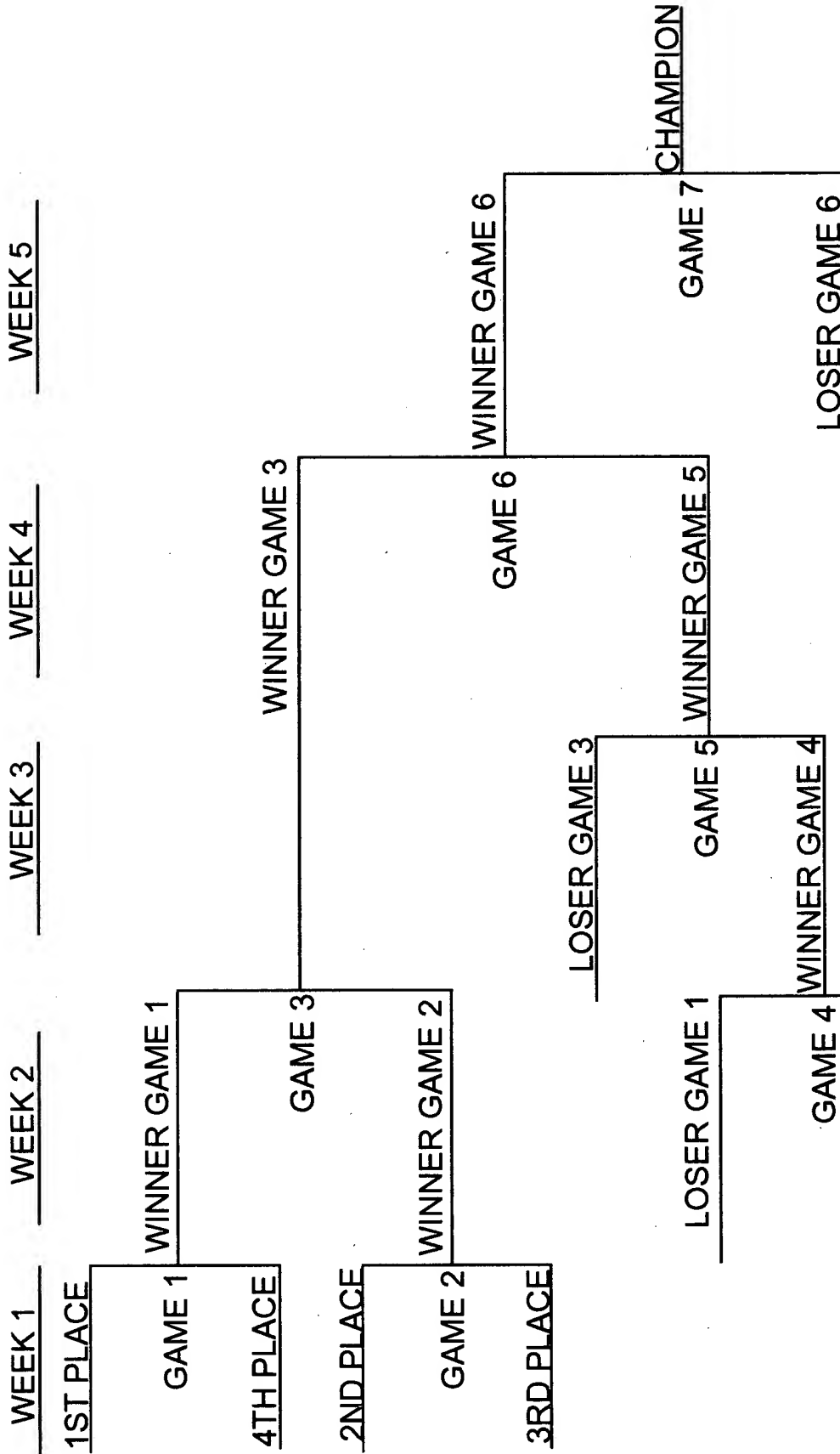


FIGURE 5



The diagram consists of several geometric shapes and lines. A large rectangle is divided into two main sections by a horizontal line. The top section contains a smaller rectangle labeled 'A' on its left side and 'B' on its right side. The bottom section contains a rectangle labeled 'B' on its left side and 'A' on its right side. Below the 'A' rectangle, there is another rectangle labeled 'C' on its left side and 'A' on its right side. To the right of the 'C' rectangle, there is a rectangle labeled 'A' on its left side and 'D' on its right side. On the far left, there is a rectangle labeled 'A' on its left side and 'B' on its right side. Below this, there is a rectangle labeled 'C' on its left side and 'D' on its right side. The labels are placed at various points within the diagram, indicating specific locations or features.

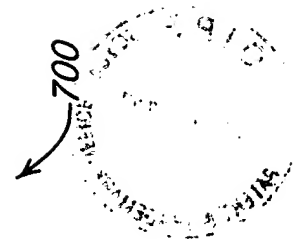
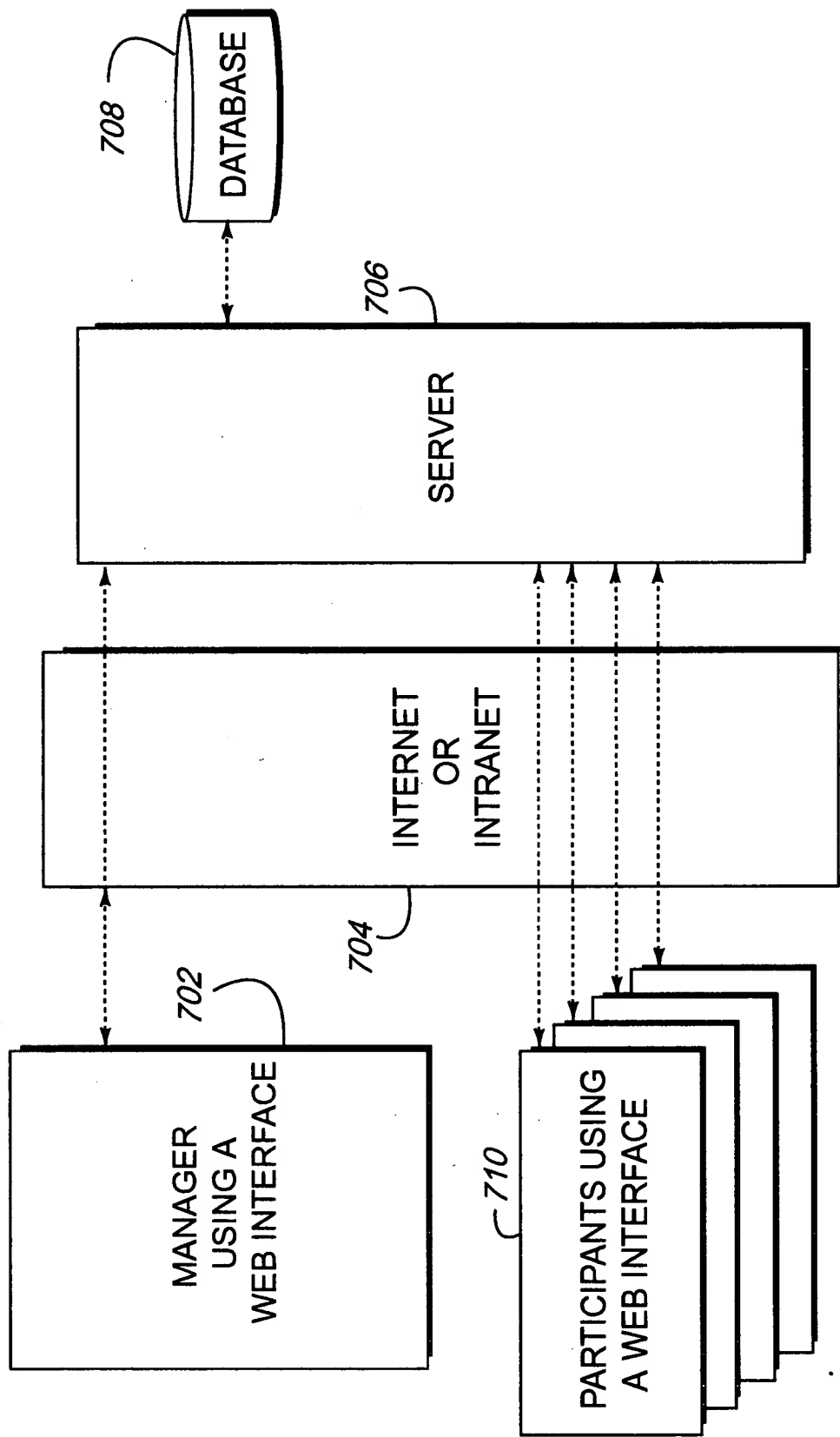


FIGURE 7

